

## WHAT IS CLAIMED IS:

1. A game apparatus which is able to play a plurality of games and share backup data of the plurality of games with each other, comprising:

5 a game program storing means for storing at least a first game program and a second game program;

a backup data storing means having a first backup data storing area for writably readably storing backup data relating to said first game program and a second backup data storing area for writably readably storing data relating to said second game program;

10 an operating means for instructing a start of a game by selecting any one of said first game program and said second game program and progress of the selected game;

a determining means for determining whether or not a predetermined condition is accomplished in the progress of the game selected and instructed to be started by said operating means; and

15 a writing control means for writing, when it is determined the predetermined condition is accomplished by said determining means, information relating to the predetermined condition to both of the backup data storing area of one game and to said backup data storing area of another game which is not selected by said operating means.

2. A game apparatus according to claim 1, wherein

20 the information relating to the predetermined condition includes condition accomplishment information indicating that the predetermined condition is accomplished, and

said writing control means writes the condition accomplishment information to both of said backup data storing area of one game and said backup data storing area of another game.

25 3. A game apparatus according to claim 1, wherein

the information relating to the predetermined condition includes condition accomplishment information indicating that the predetermined condition is accomplished and change generation information for generating changes in the progress of the game in response to accomplishment of the predetermined condition, and

5        said writing control means writes the condition accomplishment information to said backup data storing area of one game and writes the change generation information to said backup data storing area of another game.

4. A game apparatus according to claim 1, wherein

10        the information relating to the predetermined condition includes condition accomplishment information indicating that the predetermined condition is accomplished and change generation information for generating changes in the progress of the game in response to accomplishment of the predetermined condition, and

15        said writing control means writes the condition accomplishment information to said backup data storing area of one game and writes the change generation information to both of the backup data storing area of one game and said backup data storing area of another game.

5. A game apparatus according to claim 1, wherein

20        the information relating to the predetermined condition includes condition accomplishment information indicating that the predetermined condition is accomplished and change generation information for generating changes in the progress of the game in response to accomplishment of the predetermined condition, and

      said writing control means

25        further comprising a second determining means for determining whether or not the predetermined condition is accomplished in another game also when the predetermined condition is accomplished by said determining means,

writing the condition accomplishment information to said backup data area of one game when it is determined that the predetermined condition is accomplished by said determining means and writing the change generation information to said backup data storing area of another game when it is determined that the predetermined condition is accomplished by said second determining means in said another game also.

6. A game apparatus according to claim 5, wherein

said writing control means writes the change generation information to said backup data storing area of another game and also writes the same to said backup data storing area of one game when it is determined that the predetermined condition is accomplished by said second determining means in said another game also.

7. A game apparatus according to claim 1, wherein

said backup data storing means further comprises a shared backup data storing area for writably readably storing backup data relating to both of said first game program and said second game program, and

said writing control means further writes to said shared backup data storing area shared information utilized in common to both of said first game program and said second game program.

8. A game program executed in a game apparatus which is able to play a plurality of games, is able to share backup data of said plurality of games with each other and provided with a storing means having a plurality of storing areas for respectively storing the backup data of said plurality of games and an operating means, said game program makes a processor of said game apparatus execute following steps of:

determining whether or not a predetermined condition is accomplished in progress of any one of said plurality of games instructed to be started by said operating means; and

writing, when it is determined the predetermined condition is accomplished by

said determining step, information relating to the predetermined condition to both of said backup data storing area of one game and to said backup data storing area of another game which is not instructed to be started by said operating means.

5 9. A backup writing control method in a game apparatus which is able to play a plurality of games, is able to share backup data of said plurality of games with each other and provided with a storing means having a plurality of storing areas for respectively storing the backup data of said plurality of games and an operating means, said backup writing control method including following steps of:

10 (a) determining step for determining whether or not a predetermined condition is accomplished in progress of any one of said plurality of games instructed to be started by said operating means; and

(b) writing step for writing, when it is determined the predetermined condition is accomplished in said step (a), information relating to the predetermined condition to both of said backup data storing area of one game and to said backup data storing area of another game which is not instructed to be started by said operating means.

15 10. A game apparatus which is able to play a plurality of games and share backup data of the plurality of games with each other, comprising:

a game program storing means for storing at least a first game program and a second game program;

20 a backup data storing means having a first backup data storing area for writably readably storing backup data relating to said first game program and a second backup data storing area for writably readably storing data relating to said second game program;

an operating means for instructing a start of a game by selecting any one of said first game program and said second game program and progress of the selected game;

25 a one condition determining means for determining whether or not a

predetermined condition is accomplished during the progress of one game selected and instructed to be started by said operating means;

5 a first writing control means for writing, when it is determined that the predetermined condition is accomplished by said one condition determining means, condition accomplishment information indicating that the predetermined condition is accomplished to said backup data storing area of one game;

10 an another condition determining means for determining whether or not the predetermined condition is accomplished in said another game also which is not selected by said operating means when it is determined the predetermined condition is accomplished by said one condition determining means; and

a second writing control means for writing change generation information for generating changes in the progress of the game to the backup data storing area of one game when it is determined that the predetermined condition is accomplished in said another game also by said another condition determining means.

15 11. A game apparatus which is able to play a plurality of games and share backup data of the plurality of games with each other, comprising:

a game program storing means for storing at least a first game program and a second game program;

20 a backup data storing means having a first backup data storing area for writably readably storing backup data relating to said first game program, a second backup data storing area for writably readably storing data relating to said second game program and a shared backup data storing area for writably readably storing backup data relating to both of said first game program and said second game program; and

25 said writing control means writing to said shared backup data storing area shared information utilized in common to both of said first game program and said second game

program.

12. A game apparatus according to claim 11, further comprising:

an operating means for instructing a start of the game by selecting any one of said first game program and said second game program and progress of the selected game; and

5 a determining means for determining whether or not a predetermined condition is accomplished during the progress of one game selected and instructed to be started by said operating means; wherein

said writing control means writes information relating to the predetermined condition to said shared backup data storing area as the shared information when it is  
10 determined that the predetermined condition is accomplished by said determining means.

13. A game information storage medium utilized in a game apparatus which is able to play a plurality of games and share backup data of said plurality of games with  
each other and is provided with an operating means and a processing means, wherein

a game program storage medium for storing at least a first game program and a  
15 second game program;

a backup data storage medium having a first backup data storing area for writably readably storing backup data relating to said first game program and a second backup data storing area for writably readably storing data relating to said second game program;

said game program storage medium, comprising:

20 a determining program for determining whether or not a predetermined condition is accomplished in progress of any one of said first game program and said second game program instructed to be started by said operating means; and

a writing control program for writing, when it is determined the predetermined condition is accomplished by said determining program, information relating to the  
25 predetermined condition to both of said backup data storing area of one game and to said

backup data storing area of another game which is not selected by said operating means.

14. A game information storage medium utilized in a game apparatus which is able to play a plurality of games and share backup data of said plurality of games with each other and is provided with an operating means and a processing means, wherein

5 a game program storage medium for storing at least a first game program and a second game program; and

a backup data storage medium having a first backup data storing area for writably readably storing backup data relating to said first game program, a second backup data storing area for writably readably storing data relating to said second game program and a  
10 shared backup data storing area for writably readably storing backup data relating to both of said first game program and said second game program;

said game program storage medium comprising a writing control program for writing to said shared backup data storing area shared information utilized in common to both of said first game program and said second game program.